



Dear Coaches,

The Rugby Ohio Board of Directors would like to congratulate you and your team on advancing to the State Semifinals! Best of luck in the games ahead. Please review the following information with your team to ensure those in attendance will be aware of the details of the event.

Roster & Check-in:

1. Rosters
 - a. Team Sheets need to be completed in SportLoMo no later than 6:00pm 5/27 for Semifinals and 6:00pm 6/3 for States
 - b. Media Rosters are due no later than 6:00pm on Thursday, 5/26. Please ensure you are providing good information for the broadcast commentators to be able to refer to. Thank you.
2. Check-in – Fortress Courtyard, near the merchandise table
 - a. All Players must bring a photo ID to the game for check-in. The ID may be a school ID or driver's license or other identification that shows the player name with a photo. If needed, a screenshot of a player profile from an online learning management system (school) may be used. The player needs something that shows his or her name and photo. Players without some form of some form of ID will not be permitted to participate. Rugby Ohio will work with you on this – we've never not been able to solve this for any player. Contact Rachael (rachael@rugbyohio.com) for assistance.
 - b. Team check-in will take place approximately 75-90 minutes prior to game time. This shouldn't take more than 5 minutes if players have everything in order.
 - c. Check-in Process - Arrive with your entire team. The team will be checked in at once. Players should be lined up in order of your submitted roster. Players should have IDs in hand.
 - d. At check in, players receive a silicone wrist band that will serve as their field pass/ticket for the day.
 - e. Locker rooms are available and are shared. Teams may use them and are asked to take everything with them when they leave the locker room. Please clean up after yourselves!
3. Field Access
 - a. On the team sideline, the following personnel are permitted:
 - i. Maximum of 23 rostered players. Players remain in the player bench area. Subs wear pinnies until it is time for them to enter the game when they will present their pinnie to the field marshal at midfield.

- ii. Maximum of 4 registered, certified, active coaches. Coaches remain in the technical zone. Coaches may not enter the field of play unless invited by the match officials. Coaches must wear their provided credentials.
 - iii. Maximum of 1 qualified team trainer. The trainer remains in the player bench area, not the technical zone. (see below for more information about tournament provided Athletic Trainers)
 - iv. Maximum of 2 tee/water carriers. Coaches may not serve as water carriers. Water carriers should be registered players who are not on the roster. If you need to borrow water carriers, please contact Rachael (rachael@rugbyohio.com).
- b. All other players and coaches must be in the spectator area.

Match Rules and Guidelines:

1. Substitutions will be managed by the Field Marshal who will remain in between both team benches, at midfield. Players to be subbed in report to the Field Marshal with their pinnie. The pinnie will serve as the sub card. Coaches are not to randomly run on substitutions. Once a player is subbed out, he or she is not permitted to return to the field except for a blood sub.
 - a. A-side starters may not participate in 2nd side games.
 - b. Players may play two 30-minute halves and a maximum playing time of 70 minutes for any one game. **Total playing time for a high school player on any given day is 90 minutes in accordance with World Rugby policy.** This will be tracked by the officials.
2. Rugby Ohio will provide jugs of water and Gatorade at each field. These are available for team use.
3. If a player displays symptoms of concussion, that player will be removed for the rest of the match, not to return under any circumstances. If a trainer is checking a player on the field, they have the 'normal' amount of time a referee would allow for any injury before obligating that team to make a substitution or play on. If a player must be removed from the field for treatment, they may not return to play (other than for a blood sub). The referee may call for a stoppage to ask that a player be checked by one of the Rugby Ohio assigned Athletic Trainers. The assigned Athletic Trainer will determine if a player is fit to continue.
4. TECHNICAL ZONES will be enforced by Field Marshals. Only 4 coaches are permitted in Technical Zone and must have credentials to be allowed on field. All others will be asked to leave the field area and go to the seating area.
5. In the event of a tie at the end of regulation play the extra time protocol is as follows:
 - a. Two 5-minute overtime periods will take place. Teams will switch sides after the first period. The team with the most points at the end of the second overtime period is the winner.
 - b. If the match is still not decided, the winner will be determined by a penalty shoot-out between the two teams to take place as follows:
 - i. The kicks at goal are part of the match and are the responsibility of the referee to manage. The touch judges and match commissioner assist the referee. Before the kicks at goal, the two captains shall toss a coin to decide which goal posts and toss again to decide who will kick first. The match commissioner may move the penalty shoot-out to another field if necessary, to accommodate the competition schedule.
 - ii. The first series will consist of five place kicks taken on the '22-meter line' in front of the posts. The kicks at goal will be taken, for each team, by each of the five players, nominated by the captains, who were on the field of play at the

end of the overtime. In the event of an injury, a player initially nominated to kick, may be replaced, however his replacement shall be a player who was on the field of play at the end of overtime. The five players shall take turns to kick at goal. Teams will alternate: Team A, Team B, Team A, Team B, etc.

- iii. In the event of a tie after the first series of kicks at goal, additional kicks shall be taken, still from the '22-meter line' in front of the posts, alternately by each team, until one team has an advantage for the same number of kicks taken. Each of these additional kicks shall be taken by a different player who did not participate in the first series of kicks but who was on the field at the end of overtime.

Conduct:

Coaches, players, and spectators are reminded that screaming, harassing or being disrespectful towards officials, players, administrators, and coaches will not be tolerated. Referees, AR's, and staff will enforce the following:

1. One (1) warning will be issued. Should unacceptable behavior continue, the offending person will be asked to leave the premises. This applies to players, coaches, and spectators.
2. Foul language will not be tolerated. Players will receive one (1) warning before being carded for unsportsmanlike conduct. Repeat offenses will result in a red card.
3. A red card issued during semifinals means that a player is not eligible to compete in the State Championship game. Yellow cards result in a 7-minute sin bin penalty.

Extreme Weather:

1. If a severe storm approaches the playing area, the safety of the players is the number one priority of coaches and referees and may require that the game be suspended while shelter is sought.
2. In the event the game is suspended due to a severe storm ALL participants MUST clear the field immediately and move into the shelter or their vehicles.
3. If lightning is within five miles, the game(s) should be suspended, and shelter sought. Fortress Obetz is equipped with a lightning detector.
4. Games will be restarted once 30 minutes has elapsed since the last roll of thunder/lightning. The lightning alarm will sound again when it is clear to return to the fields.

Admission, Concessions and Parking:

1. Admission is \$10.00 for Adults, \$5.00 for Students and those 12 and under are FREE. Tickets are available for presale at <https://rugbyohio.com/tickets/>. They can also be purchased at the gate.
2. Championship T-shirts and other Rugby merchandise will be available for sale under the stadium bleachers. Items include tournament t-shirts, match balls, Rugby Ohio tank tops, pullovers, sweatshirts and hats.
3. Food trucks, when available, will be located on the main stadium concourse.
4. Restrooms are located on the stadium concourse.
5. Team bus parking will be available in the parking lot across from Gate E. Buses should drop players off at the main entrance to the Fortress and then head to the bus lot.

Other:

1. Two (2) Certified Athletic Trainers will be assigned to each field and be available throughout the day. Please have players bring their own athletic tape for extra taping that they request to be

done. The Athletic Trainers are there to provide medical support and care for injuries that may occur.

- a. If a player is injured and his or her parents are present, Rugby Ohio asks that parents do not enter the field of play. A representative will come get you and escort you to your child in the unfortunate event that is needed.
2. Media/Team photographers and videographers need to check in at the merchandise area under the stadium bleachers when they arrive. They will be issued media credentials which must be returned after the game's completion. These individuals cannot be on the team side of the field during the game. We also ask that they share their photos with Rugby Ohio after the event.

